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## RPGolf Portable

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### About This Game

Once upon a time, the kingdom was a land of peace, harmony, and an all-consuming passion for the greatest sport - GOLF. Everyone in the land played day and night, and soon 5d3b920ae0

Title: RPGolf

Genre: Action, Casual, Indie, RPG, Sports

Developer:

ArticNet

Publisher:

Chorus Worldwide Games Limited

Release Date: 9 May, 2018

English,French,Italian,German,Simplified Chinese,Traditional Chinese,Japanese,Korean

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I enjoyed my time with this game. I wasn't too familiar with the rules of Golf before playing this but the Golfing is pretty simplistic. I liked the way the character stats affect your golf game. It plays like an action RPG. There are some secrets to be found I found a few of them but I suspect not all of them. I bought this for 1.50 USD during the summer sale and having played it I'd happily pay more for it.. Controls are TERRIBLE with no indication of how to navigate the menu or the game until you figure out how to get to tutorial. Surprisingly fun. Remember to save.. RPGolf is a game that embarks on the treacherous journey of combining together two completely unrelated genres and in my opinion it succeeds. In this case the genres are retro almost zelda-esque action RPG and 2D top down golf game. Both of these core elements function fairly well (although some of the hit boxes of the enemies seemed a bit misleading) and each provides a nice break from the other. These genres also merge surprisingly seamlessly with each other with the gameplay loop of make a stroke then get your to ball by fighting through enemies just feeling natural. To top things off RPGolf wraps the whole package with a healthy dose of charm. Overall while

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probably not the best golf game you can purchase nor the best action RPG it is nonetheless a very compelling package that ties together both of these genres in a manner whereby each genre complements the other very well. For more info check out my first look video. <https://www.youtube.com/watch?v=g1x4wqDATjI>. It's a pretty simple and easy mobile port which doesn't end up being very fun. They attempted, here and there, to make it less apparent that it was made for phones first, but they don't do it very well. It does have controller support, but they only ever display keyboard controls. The controller still works just fine though. Combat isn't really engaging and is tremendously inconsistent with regards to hit boxes, which lead to me getting hit a lot more than I ever should have. The golfing element is slightly more fun, but still not really difficult after you get used to it and get a few levels. The graphics are nice, if rather generic by and large, and the music/SFX top out at around mediocre. I got this for \$1, got about an hour of gameplay before I got bored, and I honestly overpaid. Avoid it entirely. There are better RPGs, better golf games, and better values on Steam.. Short, simple and funny game for a few hours. Nice combination of ARPG (on a rather simple approach) and golf (on a rather simple approach as well). An small world to explore, full of monsters (that lack on variety very fast), a few dungeons (most of them with the same background) with a few golf challenges on them, and 9 holes that become 18 after you reduce your handicap enough (9 holes and 9 variations, different enough to make them a nice challenge). However, the combat is very easy (the charge attack is too powerfull against almost everything and to cheap to use) even if the bosses offer a nice change, where you have to learn their patterns to avoid them and hit when they are vulnerable (during the full game, and even the postgame, I died only once). The golf part is also easy once you get a few shots to see how it works (where to aim, how much power to use.), as you will be always shooting where you are aiming quite effortless. Still, while it last, is fun to play. Some notes and tips: Level up strength more than the rest: there is level cap (level 42, quite random) and you may realise you can't lower your scores just because you can't shoot far away enough. I managed to get a handicap of 5 and is as low as I can go (also, you can't re-spec [DEVS, this would be rather usefull]). Don't worry about money: if you battle through the encounters you normally find, you will always have enough money for plenty of items and the new clubs. Beating the game is not the end: you can unlock a few additional dungeons, up to 6 new clubs (including the ultimate club and one club that completely trivialize the combat) and, if you lower your handicap enough, you get the alternate version of the 9 holes.. You can hit monsters with a gold club Best game in ever made 1000/10 give it an oscar. RPGolf is a game that embarks on the treacherous journey of combining together two completely unrelated genres and in my opinion it succeeds. In this case the genres are retro almost zelda-esque action RPG and 2D top down golf game. Both of these core elements function fairly well (although some of the hit boxes of the enemies seemed a bit misleading) and each provides a nice break from the other. These genres also merge surprisingly seamlessly with each other with the gameplay loop of make a stroke then get your to ball by fighting through enemies just feeling natural. To top things off RPGolf wraps the whole package with a healthy dose of charm. Overall while probably not the best golf game you can purchase nor the best action RPG it is nonetheless a very compelling package that ties together both of these genres in a manner whereby each genre complements the other very well. For more info check out my first look video. <https://www.youtube.com/watch?v=g1x4wqDATjI>

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